

CLAIMS

We Claim:

1. A computer-aided learning method that
 - assesses a user's understanding in a subject through testing the user,
 - rewards the user who has reached one or more milestones in the subject,
 - furtheres the user's understanding in the subject through relationship learning,
 - reinforces the user's understanding in the subject through reviews, and
 - restricts the user from enjoying entertainment materials under certain condition, with the entertainment materials requiring a device to fulfill its entertainment purpose,
 - with the subject divided into items, including one or more relationship-items,
 - with each relationship-item relating two or more items, and
 - with the items including learnt and un-learnt items,
- the method comprising the steps of:
- analyzing the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject, and to determine whether the user has reached a milestone;
 - determining a reward for the user that has reached a milestone, with the reward depending on the user's preference;
 - identifying a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item;
 - selecting a learnt item to be reviewed; and
 - modifying an access filter to restrict coupling between the device and the entertainment materials, with the restriction removed to allow coupling between the device and the entertainment materials under a predetermined condition.

2. A computer-aided learning method that
- assesses a user's understanding in a subject through testing the user,
 - rewards the user who has reached one or more milestones in the subject,
 - further the user's understanding in the subject through relationship learning, and
 - reinforces the user's understanding in the subject through reviews,
 - with the subject divided into items, including one or more relationship-items,
 - with each relationship-item relating two or more items, and
 - with the items including learnt and un-learnt items,

the method comprising the steps of:

- analyzing the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject, and to determine whether the user has reached a milestone;
- determining a reward for the user that has reached a milestone, with the reward depending on the user's preference;
- identifying a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and
- selecting a learnt item to be reviewed.

3. A computer-aided learning method that
- assesses a user's understanding in a subject through testing the user,
 - further the user's understanding in the subject through relationship learning, and
 - reinforces the user's understanding in the subject through reviews,
 - with the subject divided into items, including one or more relationship-items,
 - with each relationship-item relating two or more items, and
 - with the items including learnt and un-learnt items,

the method comprising the steps of:

analyzing the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject;

identifying a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and
selecting a learnt item to be reviewed.

4. A computer-aided learning method that
furtheres the user's understanding in the subject through relationship learning, and
reinforces the user's understanding in the subject through reviews, with the subject divided into items, including one or more relationship-items, with each relationship-item relating two or more items, and with the items including learnt and un-learnt items,

the method comprising the steps of:

identifying a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and
selecting a learnt item to be reviewed.

5. A computer-aided learning method that
assesses a user's understanding in a subject through testing the user, and rewards the user who has reached one or more milestones in the subject,

the method comprising the steps of:

analyzing the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject, and to determine whether the user has reached a milestone; and

determining a reward for the user that has reached a milestone, with the reward depending on the user's preference.

6. A computer-aided learning method that
- rewards the user who has reached one or more milestones in the subject,
 - and
 - restricts the user from enjoying entertainment materials under certain condition, with the entertainment materials requiring a device to fulfill its entertainment purpose,

the method comprising the steps of:

- determining whether the user has reached a milestone;
- determining a reward for the user that has reached a milestone, with the reward depending on the user's preference; and
- modifying an access filter to restrict coupling between the device and the entertainment materials, with the restriction removed to allow coupling between the device and the entertainment materials under a predetermined condition.

7. A computer-aided learning system that
- assesses a user's understanding in a subject through testing the user,
 - rewards the user who has reached one or more milestones in the subject,
 - further the user's understanding in the subject through relationship learning,
 - reinforces the user's understanding in the subject through reviews, and
 - restricts the user from enjoying entertainment materials under certain condition, with the entertainment materials requiring a device to fulfill its entertainment purpose,
- with the subject divided into items, including one or more relationship-items,
- with each relationship-item relating two or more items, and
 - with the items including learnt and un-learnt items,

the system comprising a super-recommendation generator configured to:

analyze the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject, and to determine whether the user has reached a milestone;

determine a reward for the user that has reached a milestone, with the reward depending on the user's preference;

identify a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item;

select a learnt item to be reviewed; and

modify an access filter to restrict coupling between the device and the entertainment materials, with the restriction removed to allow coupling between the device and the entertainment materials under a predetermined condition.

8. A computer-aided learning system that

assesses a user's understanding in a subject through testing the user, rewards the user who has reached one or more milestones in the subject, furthers the user's understanding in the subject through relationship learning, and

reinforces the user's understanding in the subject through reviews, with the subject divided into items, including one or more relationship-items, with each relationship-item relating two or more items, and with the items including learnt and un-learnt items,

the system comprising a super-recommendation generator configured to:

analyze the user's prior-to-the-latest and the latest test results to assess the user's understanding in the subject, and to determine whether the user has reached a milestone;

determine a reward for the user that has reached a milestone, with the reward depending on the user's preference;

identify a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and

select a learnt item to be reviewed.

9. A computer-aided learning system that

assesses a user's understanding in a subject through testing the user,

furtheres the user's understanding in the subject through relationship learning, and

reinforces the user's understanding in the subject through reviews,

with the subject divided into items, including one or more relationship-items,

with each relationship-item relating two or more items, and

with the items including learnt and un-learnt items,

the system comprising a super-recommendation generator configured to:

analyze the user's prior-to-the-latest and the latest test results to

assess the user's understanding in the subject;

identify a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and

select a learnt item to be reviewed.

10. A computer-aided learning system that

furtheres the user's understanding in the subject through relationship

learning, and

reinforces the user's understanding in the subject through reviews,

with the subject divided into items, including one or more relationship-items,

with each relationship-item relating two or more items, and

with the items including learnt and un-learnt items,

the system comprising a super-recommendation generator configured to:

identify a relationship-item to be learnt, with the identified relationship-item relating an item and a learnt item; and
select a learnt item to be reviewed.

11. A computer-aided learning system that
assesses a user's understanding in a subject through testing the user, and
rewards the user who has reached one or more milestones in the subject,

the system comprising a super-recommendation generator configured to:

analyze the user's prior-to-the-latest and the latest test results to
assess the user's understanding in the subject, and to determine whether the user
has reached a milestone; and

determine a reward for the user that has reached a milestone, with the
reward depending on the user's preference.

12. A computer-aided learning system that
rewards the user who has reached one or more milestones in the subject,
and

restricts the user from enjoying entertainment materials under certain
condition, with the entertainment materials requiring a device to fulfill its entertainment
purpose,

the system comprising a super-recommendation generator configured to:

determine whether the user has reached a milestone;
determine a reward for the user that has reached a milestone, with the
reward depending on the user's preference; and

modify an access filter to restrict coupling between the device and the entertainment materials, with the restriction removed to allow coupling between the device and the entertainment materials under a predetermined condition.